EVEREST EXPLORER

by William Godwin and Don Knowlton

Acorn
Software Products, Inc.

EVEREST EXPLORER lets the player make an assault on the world's highest mountain without fear of frostbite. Using the assigned budget, you obtain the manpower, food, fuel, shelter and oxygen needed to support your climb. Then you must move ever upward without being defeated by the elements or terrain. TRS-80 instructions this page, Atari 400/800 instructions page 2, Apple][Plus page 3.

Original TRS-80 version by William Godwin & Don Knowlton

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LOADING THE PROGRAM

Model I/III Cassette:

Model III: Hold down the <BREAK> key when turning on the machine. Type "L" to the prompt "Cass?" When asked "Memory Size?" default by pressing <ENTER>. Type SYSTEM and press <ENTER>. At the response "*?", rewind the tape, type program name **EVEREST**, press PLAY on the recorder, and press <ENTER>.

Model I: No MEMORY SIZE is required. Default by pressing <ENTER>. Type SYSTEM and press <ENTER>. The machine will respond "*?" Rewind the tape and push PLAY button. Type in program name **EVEREST**, press <ENTER>.

If "C" error occurs during loading, change volume and begin again. There are copies on each side of the tape. If one does not seem to load, go on to the next. Try other volume settings as they vary from tape to tape and machine to machine.

Model I/III Diskette: Turn on your system. Put **EVEREST** into drive Ø. Boot up the system. **EVEREST** will execute automatically.

SAVING A GAME (disk only)

Use the BACKUP utility to prepare a disk containing a system which can be used in drive Ø. Your TRS-80 Disk Operating System manual contains the necessary directions for performing this operation. (You may, of course, put this onto a disk you already are using for other files. If so, be sure to give yourself enough room. This disk must contain at least two granules of space. If you are playing with a lot of climbers, Sherpas etc., you might need 5 or 6 granules in order to SAVE.) Model III owners use TRSDOS 1.3

TO SAVE A GAME: Remove the disk containing **EVEREST** from drive Ø and replace it with your formatted disk containing an operating system. Select the SAVE TO DISK option from the menu of **EVEREST**. This saves the game onto your disk creating the file **EVEREST/DAT**.

TO RESTORE A GAME: Bring up the **EVEREST** game using directions given above. When asked whether you wish to resume an old game, remove **EVEREST** from drive Ø and replace it with the disk containing **EVEREST/DAT**. Indicate that you wish to resume the ongoing game. The data will load into memory, and you can continue your climb.

* * * * EVEREST EXPLORER * * * *

Atari 400/800 version translated by Andrew Bartorillo

LOADING THE PROGRAM

Turn on the disk drive and when the busy light goes off, insert the **EVEREST EXPLORER** disk into the drive. Turn the computer console on. **EVEREST** will boot up automatically.

INPUTTING DATA: Joystick or keyboard console

Joystick: After the main logo is displayed, press the <FIRE> button on the joystick controller in position 1 on the console if you wish to use the joystick. Position the blinking cursor over your menu selection by pushing the joystick forward or backward. Press the <FIRE> button on the joystick to input your data.

Keyboard: After the main logo is displayed, press <START> on the console if you wish to use the keyboard. Use the up and down arrows "↑", "↓" on the console to position the cursor and to select your responses. Press the <RETURN> key to input your data.

LINE PRINTER OPTION

EVEREST contains the option to have line printer output of the expedition data. When the main program logo is displayed, press the <OPTION> button on the console. This will cause the printer options to be displayed. Whenever you want a print-out of what is displayed on the monitor, press the "P" key on the console. This will cause the screen display to be dumped onto the line printer.* HINT * If you decide that you wish to use your line printer during a climb but have not enabled the printer option... save your climb data on cassette/disk, re-run the game selecting th printer option, and load your climb data. Your climb will now be restored with line printer output enabled.

SAVING EXPEDITION DATA

You don't have to complete **EVEREST EXPLORER** all in one session. You can select from the DAILY ORDERS the option to save the expedition on cassette/diskette. When you sit down for your next session with **EVEREST EXPLORER**, you are given the choice to recall the data from the previous climb or begin a new climb. The program automatically detects whether a cassette player or disk drive is connected and uses the proper device for data input/output.

* * * * EVEREST EXPLORER * * * *

Apple][Plus version translated by Ken Franklin
Technical assistance by Mark Crosby

LOADING THE PROGRAM

Insert **Everest Explorer** disk in disk drive #1 and turn on the power to the Apple][Plus. On an Apple][, turn on the power, press <RESET>, type "6", press <CTRL> and hold it down while pressing "P". Release then press the <RETURN> key.

INPUTTING DATA

Everest Explorer is designed so that inputs to it are made from both the console keyboard and paddle **#0**. Press the letter of the command you choose, or turn the paddle to display climber list, etc. The program will give you specific instructions as you go. **Warning:** Pressing the <RESET> key will abort your climb and you will not be able to save the game.

SAVING EXPEDITION DATA

You don't have to complete **EVEREST EXPLORER** all in one session. You can select from the DAILY ORDERS menu the option to save the expedition on diskette. Press "Q" from the main menu, insert a blank disk in drive #1 and press the <RETURN> key. When you sit down for your next session you are given the choice to recall the data from the previous climb or begin a new climb. **Note:** You can only save a game once on a diskette. Use additional disks if you want to save more than one game at a time.

BACKING UP YOUR EVEREST EXPLORER DISK

EVEREST EXPLORER may be copied to one or more of your blank diskettes at any time. Follow the instructions for booting the program, then as soon as the disk drive's "IN USE" light is illuminated, press the "P" key. After a short wait, instructions will appear on the screen. Follow the instructions provided at that time. **Note:** Although backup copies are easily made for your personal use, they are "dormant" until activated by the master disk. Using this system, only one copy of **EVEREST EXPLORER** will be active and useable at any given moment.

PLAYING EVEREST

At 29,028 feet it is the crowning jewel in that vast range of Himalayan peaks known collectively as Chomolungma, The Goddess Mother of the Snows, by local Tibetan monks. Mount Everest has been a mountain climber's dream ever since its discovery by British surveyers in 1852. For over a century it defeated Europe's best climbers until finally, in the Spring of 1953, Edmund Hillary and Tenzing Norgay reached the summit. Since then it has been climbed several more times, and by several routes. Yet it remains still one of the most difficult challenges a climbing party can attempt, not so much because of technical difficulties -- other peaks are technically more difficult -- but rather because of the awesome obstacles of altitude, weather, and logistics that must be overcome to reach the peak. On the upper slopes climbers are walking higher than most commercial planes fly, and can usually only manage with oxygen. Avalanches threaten climbers and camps at all times. Frostbite is a common occurance; altitude sickness a sure companion. Only careful planning, endurance, and a substantial amount of luck can get a party to the summit for a quick hour's visit. Many who try fail, some die in the attempt.

As director of an Everest Expedition, you will need to plan your assault in three phases: selection of climbers and equipment, establishment and provisioning of a series of camps up the mountain's face, and direction of the final summit assault.

Selection of climbers and equipment

As with any expedition, you will have to live within the amount of money you have been able to raise. This may be as little as $80,000 or as much as $275,000, depending on your luck. With a smaller budget you will simply have to work with a smaller team.

As organizer, you only need to deal with six major expense items; climbers, Sherpas, tents, oxygen, food and fuel. Minor items are included in the costs of the major items.

Climbers: Up to 26 qualified climbers are available. Of course they aren't paid, but it does cost a good bit to fly them to Nepal and equip them with a variety of expensive climbing gear. Climbers are essential to breaking routes to new camps, and to leading the final summit attempt. The more climbers one has, the more reserve one has for these tasks.

Sherpas: In addition to the hundreds of porters who are needed to carry supplies into the base camp, you will need some high-altitude Sherpas, sturdy proud people who know the mountains and who can carry incredible loads across the snows. Sherpas are paid, and in addition are equipped by

the expedition with climbing equipment, warm clothing, and good sleeping bags. Up to 30 good high-altitude Sherpas are available for hire.

Tents: The standard tent will accommodate two climbers, and weighs 13 pounds. You will need several at each camp, the exact number depending upon the maximum number of climbers you expect to have overnight at each camp. It's bad new to have climbers arrive at a camp with too few tents -- some of the party will have to bivouac outside in the cold wind and snow, a very exhausting and dangerous operation.

Oxygen: Above 25,000 feet, oxygen is almost essential. Only an exceptionally well-conditioned climber could operate for long in such thin air without breathing some oxygen from his or her face mask. Oxygen tanks weigh 12 pounds each, and one oxygen tank will supply a climber for a day's climb, except that two tanks will give a better chance on the final summit try, if the climbers can carry that much weight. Climbers sleeping at camp 6, the highest camp, will use one tank for every two climbers as sleeping oxygen.

Food Units: Food is prepackaged in one person/day units, meaning that one food unit will feed one person for one day. Each food unit package weighs 2 pounds.

Fuel Units: Fuel, in the form of disposable gas cartridges for stoves, is used for heat, for warming food, and most importantly, for melting snow to provide drinking water. Air at high altitudes is very dry, and dehydration is a constant problem on the mountain. If climbers run out of food, it is a serious matter; if they run out of fuel, and hence drinking fluids, it is a critical matter. A fuel unit consists of a package of fuel cartridges sufficient to supply one climber for one day. Each fuel unit weighs 1 pound.

In making your selection of climbers and equipment, the computer will assist you by keeping track of how much you have spent. You can continue to change the number of items in each category until you are satisfied with the balance. The costs of the items are a bit high because they include the cost of shipping them from the U.S. or Europe, and of hiring porters to carry them in to base camp.

You will now need to make two more crucial decisions for the expedition: the route to attempt and the timing of the attempt.

Route: Mount Everest sits on the border between Tibet and Nepal, and since World War II it has been impossible to approach the mountain from the Tibetan side. The approach from the Nepal side on the south leads from Katmandu, the main staging area in Nepal, through miles of ever-higher

valleys to the base of the Khumbu Glacier at the foot of the mountain. Here the base camp is established, at around 17,800 feet. A second camp, called camp 2, is usually established up on the glacier at about 20,200 feet. From here there are several routes one may attempt to reach the summit.

The traditional route, pioneered by Hillary, is to continue up the glacier to the notch or valley between the peak of Everest and its neighbor, Lhotse. From this point, known as the South Col, one climbs to the south summit and then to the main summit.

A more difficult route, first climbed by the American expedition in 1963, is the West Ridge route, which takes off from camp 2 and climbs steep snow fields up to the Western ridge, a high knife-edge running to the summit. This is a more dangerous route, with less margin for error.

Timing: Weather is likely to be bad on Everest at any time, but the storms are especially severe during winter, which runs from sometime in October until perhaps the first of April or so. The good climbing weather will occur from the end of winter (some time around April 1) until the monsoon (around the end of May), and again from the end of the monsoon (around mid-September) until winter arrives again in mid-October. You will need to set a date on which to start out from Katmandu, allowing for about 15 days of travel to reach your base camp location. However, there may be delays, and the weather changes may not occur on exactly the dates predicted.

Establishing and supplying camps

From camp 1, which is base camp, the first obstacle your expedition will meet is the Khumbu Icefall at the base of the Khumbu Glacier. The sides of the Icefall are washed by frequent avalanches from the towering slopes; the center is a chaotic landscape of deep chasms, towering ice pinnacles, and sheer ice walls. Finding a route through the Icefall is an arduous and dangerous task, requiring your best climbers. Ropes must be fixed, portable ladder bridges bolted together to span the larger crevasses, and safe snow bridges located to cross the smaller chasms. In good weather this is difficult enough; in bad weather it can be suicidal. Under the best conditions, it will probably take your best climbers 4 or 5 days to establish a route through the Icefall so that you can set up camp 2.

Once the Icefall route has been established, camps 2 through 6 can be established and provisioned by teams of climbers and Sherpas. A camp is established by setting up at least one tent. However, a camp site need not have a tent. In that case it will simply be a supply dump containing some oxygen tanks, food units, and/or fuel units.

The difficult task you will face as expedition director is to manage the logistics of moving large numbers of climbers up and down the mountain, from camp to camp, carrying supplies to the higher camps. You will need to keep track of how many climbers will be at each camp each night, so that there will be adequate tent spaces and supplies for them. You will also have to maintain reserves, in case bad weather forces parties to turn back to the camp they have just left, or remain longer than you planned at some camp.

Pay attention to weather conditions; your climbers will tire more quickly in bad weather, and are much more prone to accidents. Also pay attention to your climbers' conditions. Rest days will be increasingly important as they go higher and higher. In fact, at the very high camps rest days aren't even enough; you may need to send them down the mountain to lower camps to rest them.

As you give each day's climbing orders you will also establish the climbers' loads (except while you are still trying to establish the Icefall route). Larger loads tire the climbers faster, though Sherpas will have a slight edge on endurance here. Above camp 3, if a climber is carrying oxygen, you will be asked to decide whether they will use a tank of it to breath on the climb. Breathing oxygen will cause them to tire more slowly. Climbers can only climb from one camp to the camp immediately above it or below it in a day's climb. It is assumed that when they reach a camp, all of their load becomes part of that camp's inventory. The next morning, if they resume climbing, you will have to establish their load again.

In general you will want to think in terms of a pyramid, with larger camps and more climbers and Sherpas at the lower camps shuttling supplies up to ever-smaller camps on the upper slopes. Camp 6 may be no more than a single tent and a small stock of supplies to provision the final summit assault team.

The Final Summit Assault

When you have finally established a chain of camps up the slopes, from camp 1 at the base to camp 6 perched precariously on a high windy ridge, you are ready to make a bid for the summit. You will need well-rested climbers for this task. Their chances will be markedly better if they use oxygen, and better still if each has two tanks, though they will have to be pretty rested to carry that load at that altitude. Giving the command to climb to the summit from camp 6 will send them to the top, if they are lucky, and then back down to camp 6 again. But don't try it if the weather isn't pretty good. More than one climber has simply disappeared on the way to the top.

If you make the top, then you will have the final task of getting all of your Sherpas and climbers back down the mountain to base camp (camp 1) without losing any. Good luck.

More Useful Things to Know

Climbers and Sherpas at camp 1 (base camp) do not consume food or fuel units, nor do they need any of the 2-person tents. Base camp is equipped with (relatively) comfortable shelters and stocks of fresh food. The tents, food and fuel units listed in the camp 1 inventory are all available for transport and use at higher camps.

Forecasting weather on Everest is a chancy business at best. The group's forecasters will be more-or-less right a good bit of the time, but sudden weather changes will catch them from time to time, so be prepared for occasional long storms.

In setting your starting date from Katmundu, it will be helpful to know the day numbers accepted by the computer. The system is based on March 1 being day 1. Then:

April 1 = day 32
May 1 = day 62
June 1 = day 93
July 1 = day 123
Aug 1 = day 154
Sept 1 = day 184
Oct. 1 = day 214
Nov. 1 = day 245

Of course, you can start on any day in between March 1 (day 1) and November 1 (day 245).

Sherpa morale is important. Fatal accidents or illnesses will cause great unrest among them, and there is always the chance after a death that they will lose confidence in the expedition, refuse to climb anymore, and just retreat down to camp 1. The more deaths there are, the more likely you are to have this problem. If they lose confidence in you, you will just have to decide whether to abandon the attempt, or push on with just the climbers and no Sherpa support.

The expedition will have one medical doctor among the Climbers, designated by "M.D." after her or his name. Injured or ill climbers or Sherpas will heal better and faster if they can reach the camp the doctor is in. (except TRS-80 cassette version).

There are a number of infrequent surprises -- some good, some bad!

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by William Godwin and Don Knowlton

For over a century, Mt. Everest defeated Europe's best climbers as they attempted to reach the 29,028 feet summit of this-the crowning jewel of Chomolungma. In the spring of 1953, Edmund Hillary and Tenzing Norgay achieved the dream of every mountain climber since the discovery of Everest in 1852. They reached the summit!

Everest Explorer confronts you with many of the problems Hillary, Norgay and later climbers have faced. The difficult challenge comes not so much because of technical difficulties-other peaks are technically more difficult. It is the challenge of Nature in her rawest, most brutal face. Avalanches, frostbite, altitude sickness are constant foes. The awesome obstacles of altitude, weather and logistics must be overcome to reach the peak.

This simulation forces you to struggle against these onslaughts of Nature. You direct this expedition and must plan carefully-you have an assigned budget to use in provisioning your climbers, hiring porters and purchasing equipment and supplies.

You must choose your route and begin the climb carefully monitoring your food, tents, oxygen, fuel. Resource management is critical. Weather is your enemy; Death is your ever-present companion.

- **Logistics management simulation**
- **Written by experienced climber**
- **"Save" feature in disk version**
- **Map of camp sites and routes included**

Cover Art By Steve Blevins

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EVEREST EXPLORER D009
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